

“Method for determining reflections in an area”.

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#### ABSTRACT

The present invention refers to a method for determining reflections in  
5 complex environments, by means of ray tracing.

For ray tracing it is necessary to determine the region of visibility  
between at least a first reflector and a second reflector by means of the  
following phases: representing said first and second reflector in a system of  
coordinates (x, y, z); said method is characterised in that it further  
10 comprises the phases of: carrying out an affine transformation of said system  
of coordinates (x, y, z); determining the region of visibility of said second  
reflector in relation to said first reflector as the set of the parameters of the  
straight lines that link a generic point of said first reflector with a generic  
point of said second reflector. (Fig. 2).